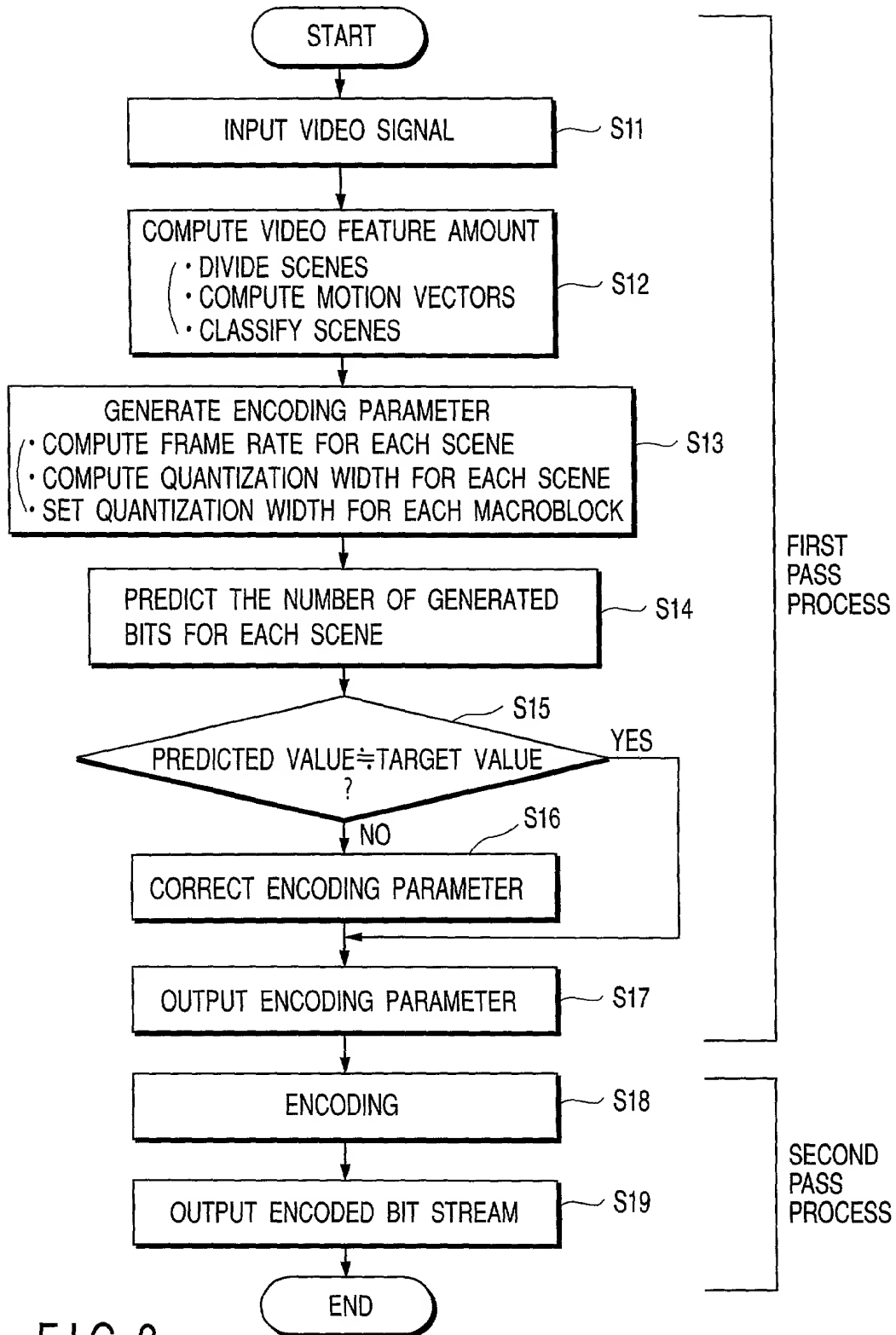


FIG. 1



DETERMINATION SCENE SEPARATION

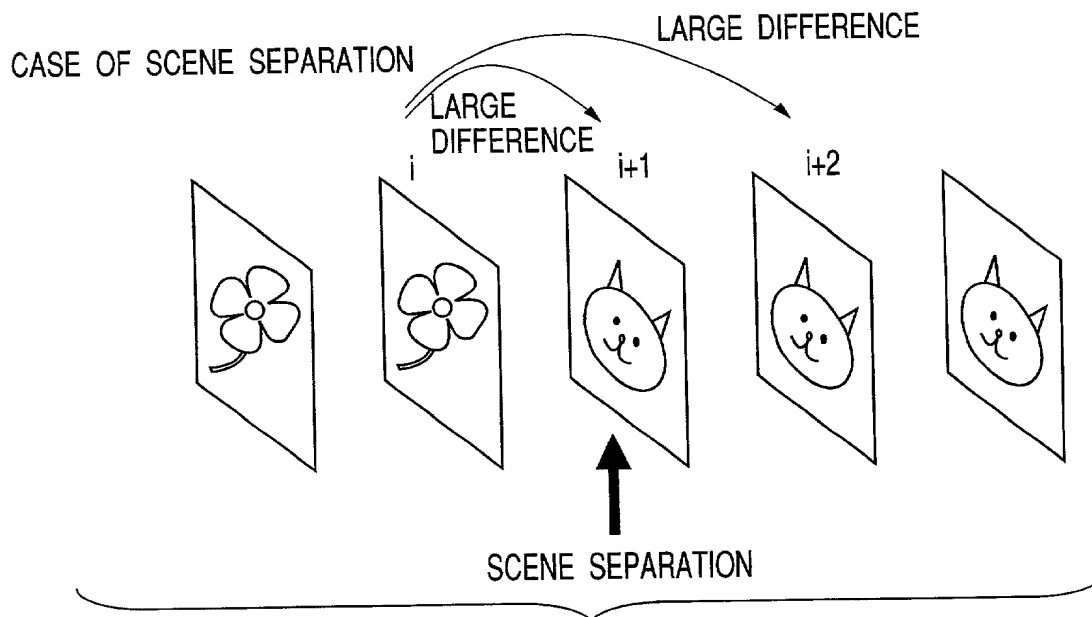


FIG. 3A

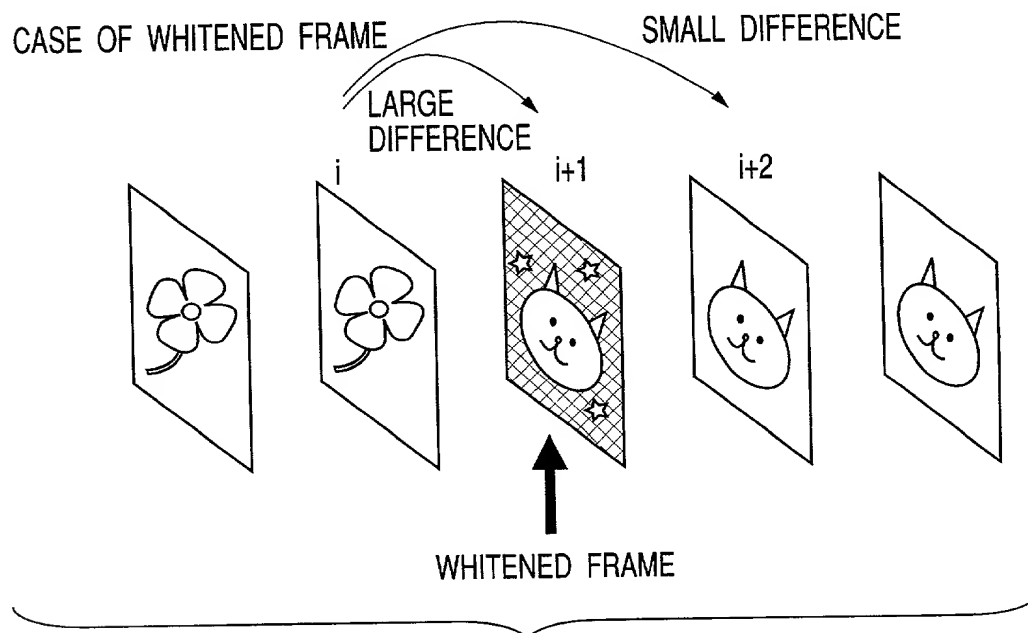


FIG. 3B

FEW MOTION VECTORS

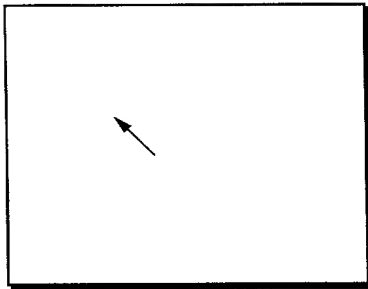


FIG. 4A

MOTION VECTORS OF THE SAME  
DIRECTION AND MAGNITUDE ARE  
DISTRIBUTED ALL OVER SCREEN

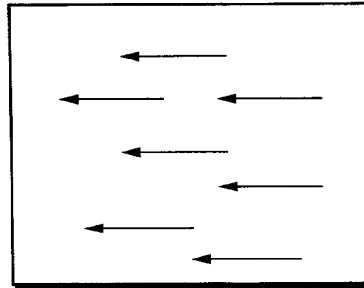


FIG. 4B

VECTORS APPEAR ONLY IN  
PARTICULAR PORTION OF FRAME

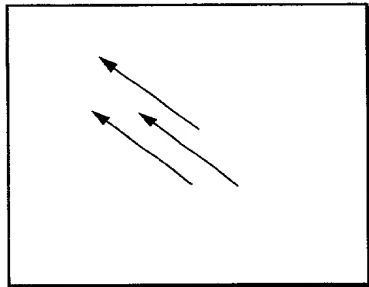


FIG. 4C

VECTORS ARE RADIALLY  
DISTRIBUTED WITHIN FRAME

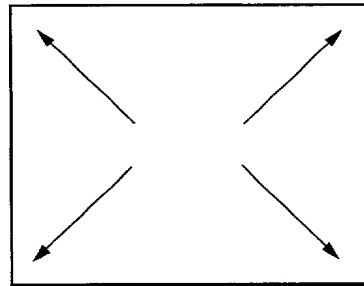


FIG. 4D

MANY MOTION VECTORS RUN IN  
DIFFERENT DIRECTIONS WITHIN FRAME

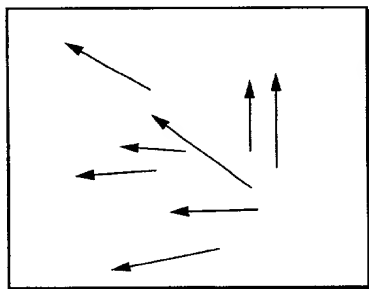


FIG. 4E

FIG. 4A

DETERMINATION OF MACROBLOCK IN WHICH  
MOSQUITO NOISE IS LIKELY TO OCCUR

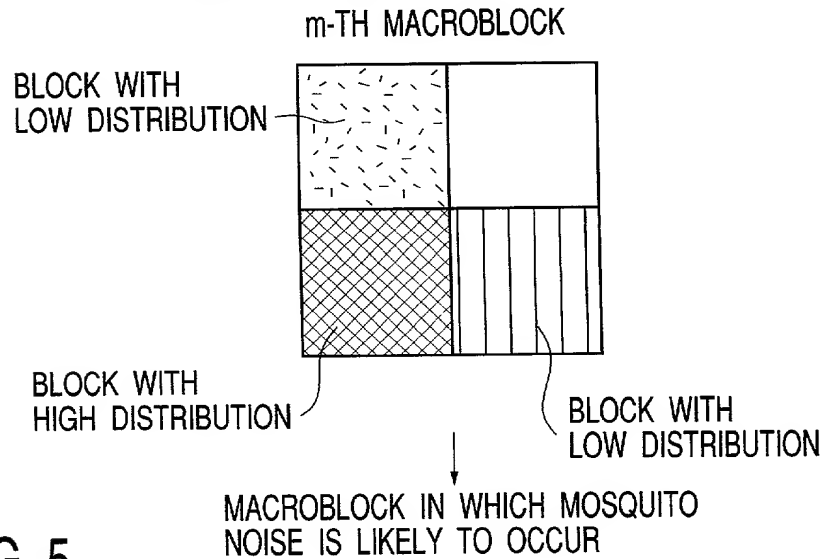


FIG. 5

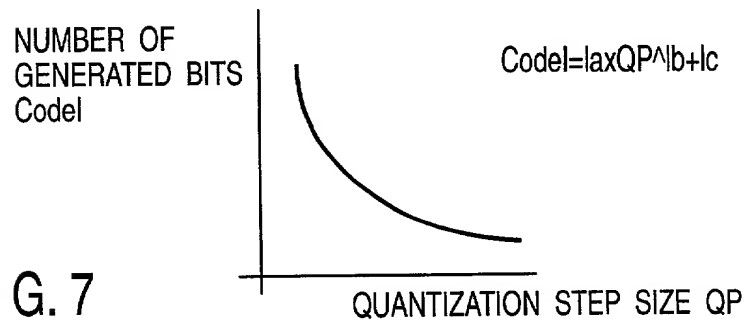


FIG. 7

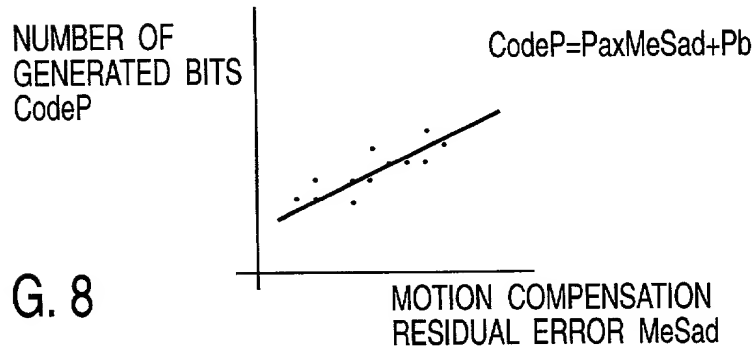


FIG. 8

AVERAGE BIT RATE  
FOR SCENES

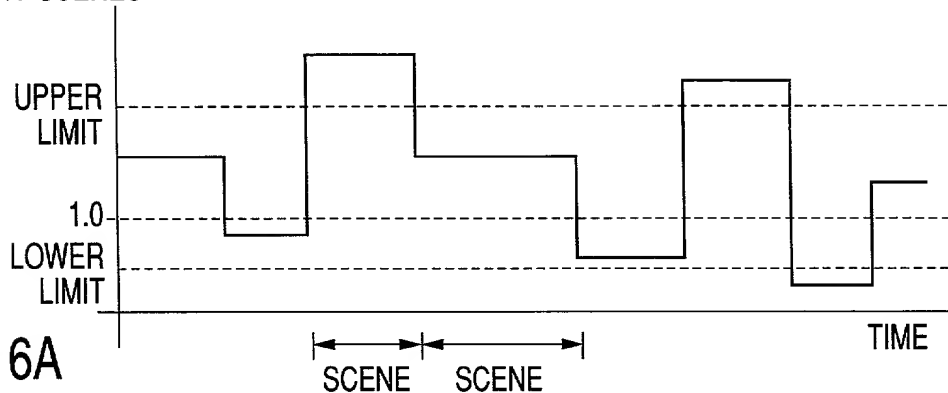


FIG. 6A

AVERAGE BIT RATE  
FOR SCENES

CORRECTION TO  
UPPER LIMIT VALUE

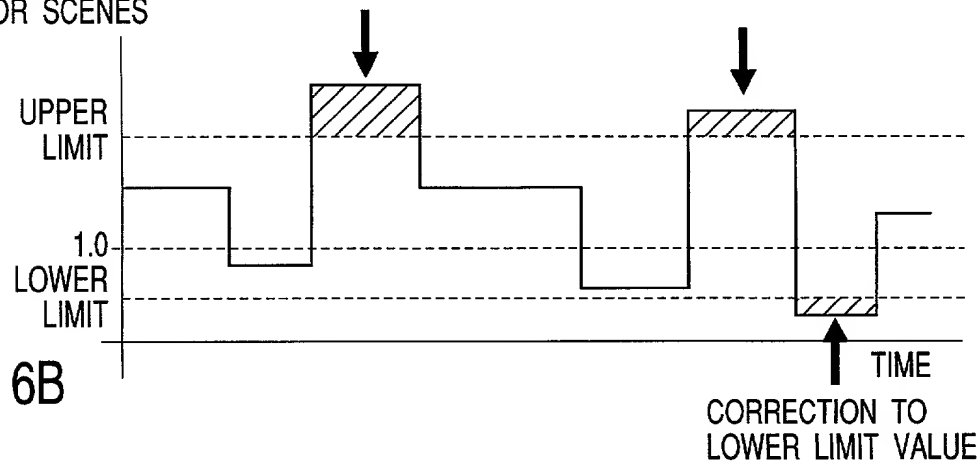


FIG. 6B

AVERAGE BIT RATE  
FOR SCENES

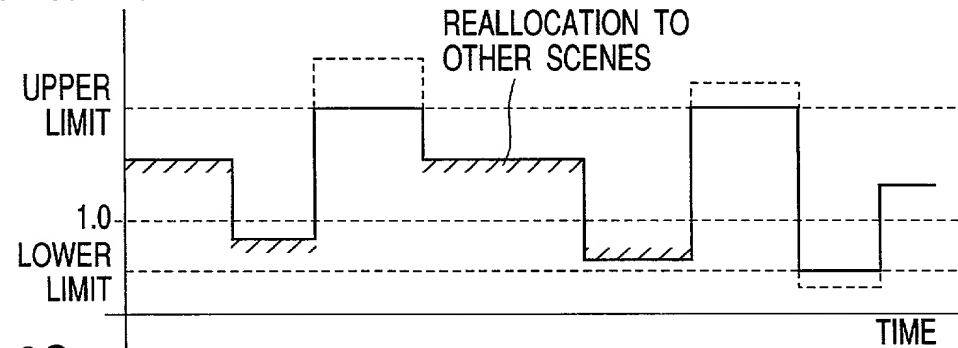


FIG. 6C

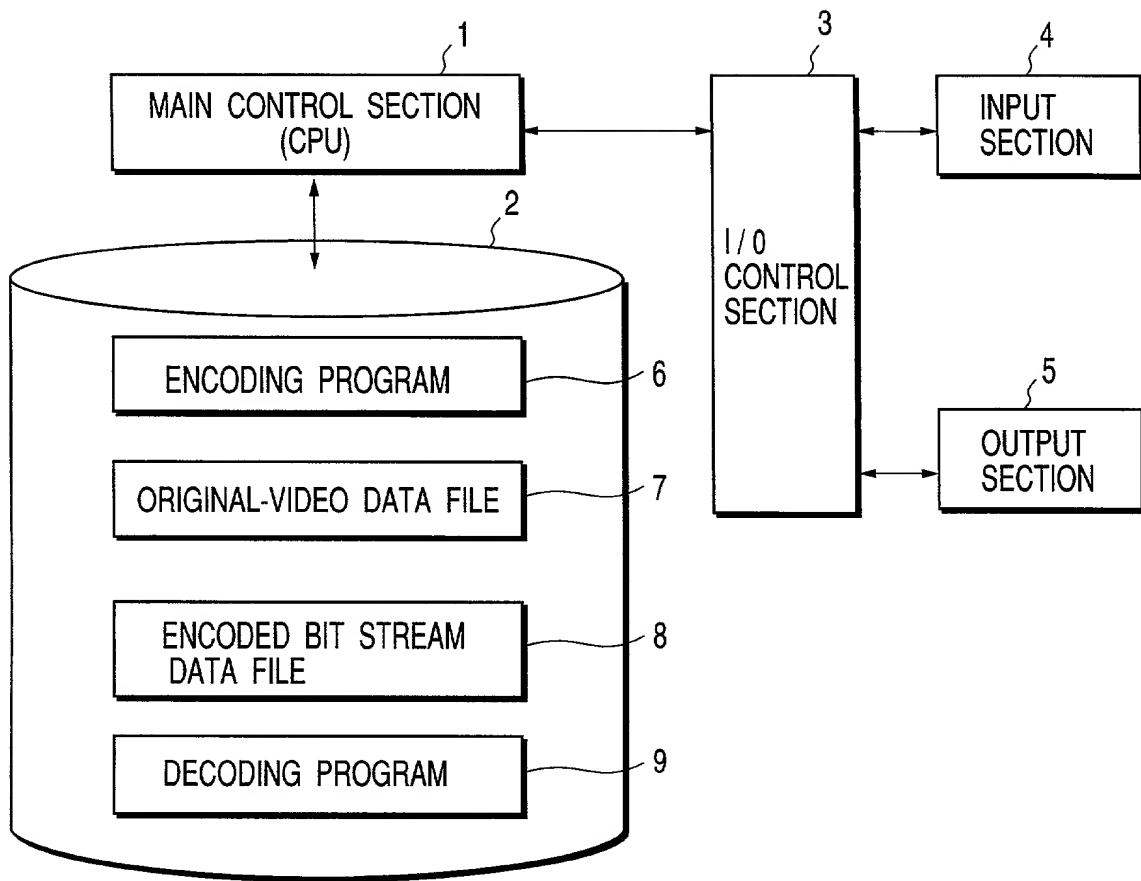
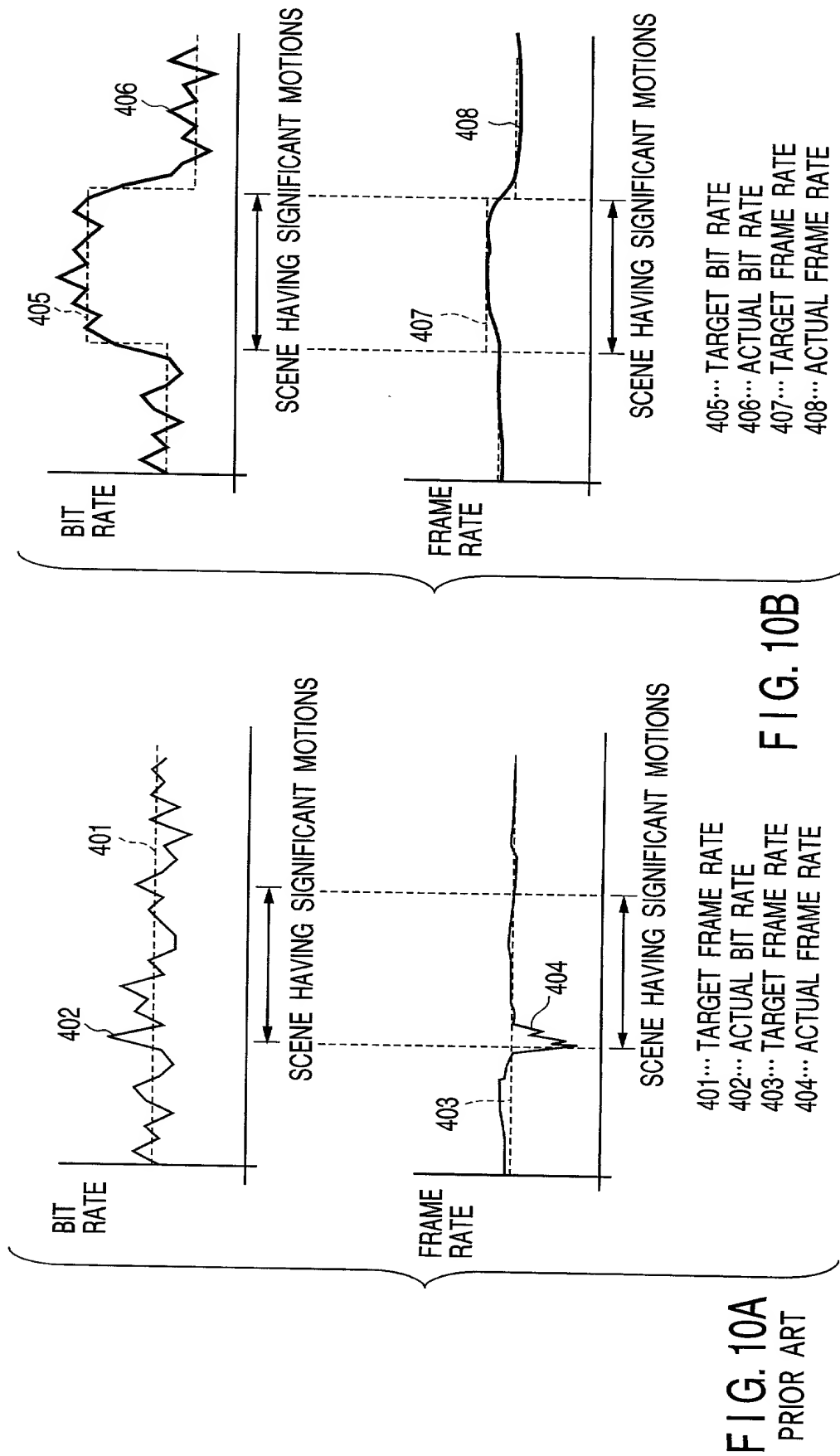


FIG. 9



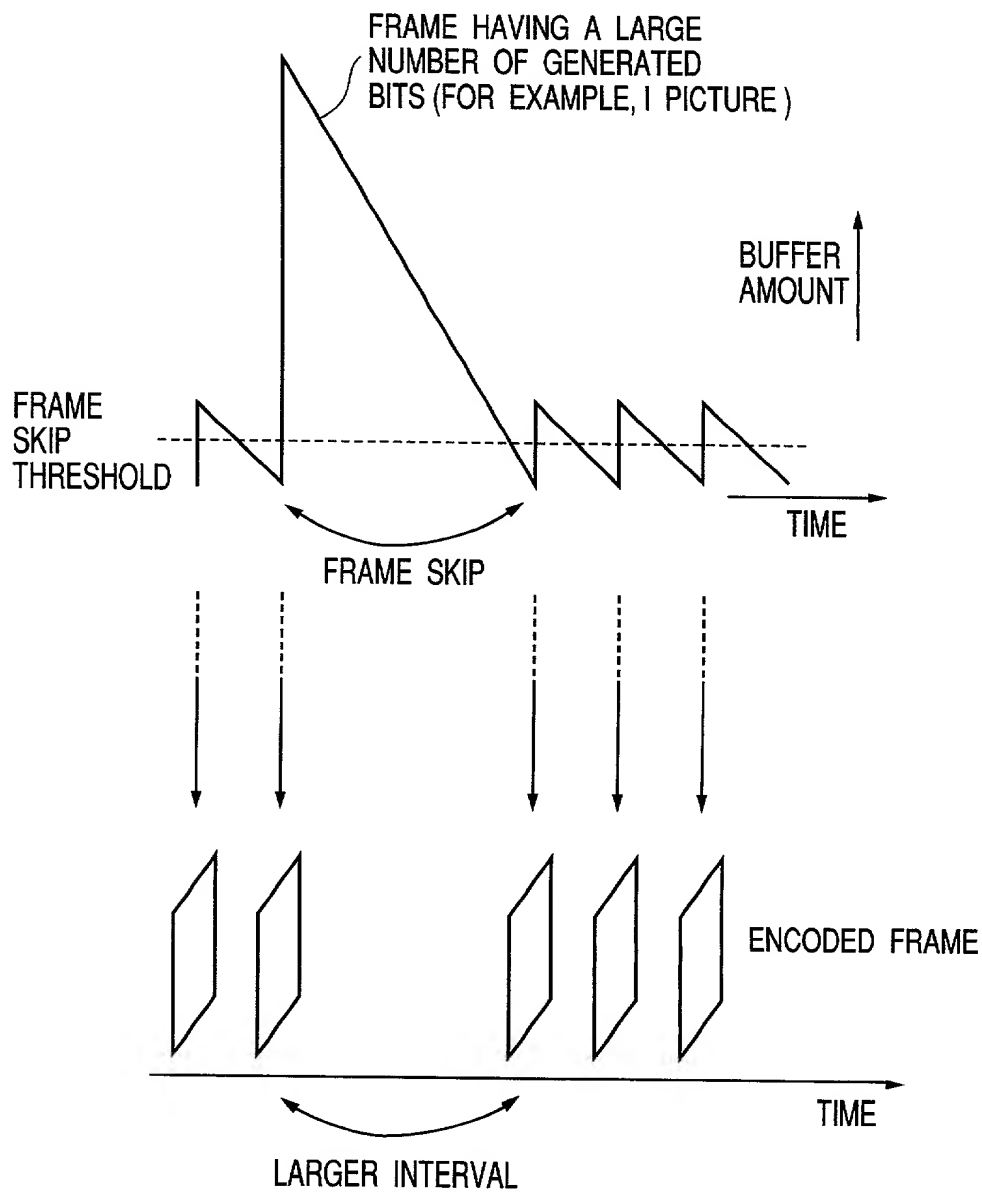


FIG. 11 PRIOR ART